



**MILTON ULLADULLA DOG TRAINING  
CLUB 2023 FUN OBEDIENCE, RALLY  
& TRICK TRIAL SUNDAY 8 OCTOBER**

**AT**

**MILTON SHOWGROUND**

**Events start at 8.30am**

**Fill out your entry form to take part  
and enjoy Club's Fun day with**

**Morning Tea**

**&**

**Sausage Sizzle**



**MILTON ULLADULLA DOG TRAINING CLUB FUN OBEDIENCE, RALLY & TRICK  
TRIAL - 8 OCTOBER 2023 AT MILTON SHOWGROUND**

**BEGINNERS FUN TRIAL EXERCISES – QuickStart and Class 1 (On Lead) – Elementary  
Trophy**

1. HEELING ON LEAD - Handler and dog to walk to the start line. Judge will ask you, are you ready? Handler to heel into the figure of eight, entering the figure of eight around the left cone. After completing the figure of eight Handler will continue to heel around the marked circle, on completion Handler will heel back down through the cones to the start line. As directed by the judge to include a sit and drop. (exercise finished) 10points
  
2. SENDING DOG TO THE MAT -Handler will walk to the start line, judge will ask you are you ready? Handler may take 1 step towards the mat and send dog to mat to a Sit. Handler and Dog will wait 3 seconds, then call dog to a Sit in front. (Exercise finished) 10points
  
3. CHANGE OF POSITION – (Sit Stay to a Drop Stay) Handler to have dog in the heel position on the left side in a Sit position. Handler will ask dog to Stay and step in front of dog’s nose, hold this Sit Stay for 5 seconds (may use food). Handler will then ask dog to Drop and hold this Position for 3 seconds (exercise finished) 10points
  
4. HAND TOUCHES – 10points
  - a. Handler to have dog standing or sitting in front with hand 20cm away from dog’s head. Ask dog to touch hand – twice. Then lure dog with treat in hand to do spin.
  - b. Sit dog in front and Judge will touch collar (food may be used to hold dog in position)
  
5. RESTRAINED RECALL – Assistant will hold Handler’s dog. The judge will instruct Handler to start walking or run (Handler to wriggle their preferred toy). Assistant will let go of the dog and you will call your dog keeping your back to dog till it gets the toy, then Handler to face dog and actively play with the dog. (Exercise finished} 10points

TOTAL 50points

## NOVICE - FUN TRIAL EXERCISES Class 1 & 2 (On Lead) – President’s Trophy

1. HEELING ON LEAD – Handler will walk to the starting line. The judge will ask, “are you ready? The handler will complete a heeling pattern (normal pace to include left turns/right turns, right about and left about turns (or Pivot). As directed by the Judge to include a halt (Sit), Drop and Stand your dog. (Exercise finished) 10points
2. HEELING DOG AROUND 2 CONES IN FIGURE OF EIGHT TWICE 10points  
Handler and dog to walk to the starting line, Judge will ask are you ready? Handler to heel into the figure of eight, entering the figure of eight around the left cone. As directed by Judge to include a Sit, Drop and Stand your dog. (Exercise finished)
3. SEND DOG TO MAT – Handler to walk to the starting line, Judge will ask are you ready? Handler may take one step forward and send dog to the mat dog to Sit, when directed by Judge the handler will call dog to a Sit in front position and finish their dog (either a place or round finish). (Exercise finished) 10points
4. IN FRONT DROP FROM A SIT – Judge will ask are you ready? Handler will step in front of dog, handler to have dog in a Sit position – 5 sec when directed by Judge handler will give the command to Drop your dog – 5 sec Judge will then ask handler to give dog the command to Sit – 5 sec (exercise finished) 10points
5. RECALL - Judge will ask are you ready? As directed by the Judge, Handler will heel to the starting line and halt. With dog in a Sit position Judge will ask Handler to remove lead (Class 1 long lead) and give dog Stay command and leave dog. The Handler will walk forward six paces, Judge will ask Handler to about turn and halt. The judge will instruct Handler to call their dog. Dog to come to a Sit in front. Handler will finish dog (finish can be with either a round finish or a place) (Exercise finished) 10points
6. STAND FOR EXAM – Judge will ask you, are you ready? 10points  
Handler to have Dog in the heel position, Judge will ask you to Stand your dog (can use food) Judge will examine/touch your dog. (Exercise finished)

TOTAL 60points

**OPEN – FUN TRIAL EXERCISES Class 3 (On or Off Lead) Lyn Brooks & Marion Mann  
Trophies**

1. HEELING ON or OFF LEAD – Handler to walk to the starting line, Judge will ask are you ready? Judge will instruct handler to complete a heeling pattern in all paces (normal, slow & fast). To include left turns/right turns, right about and left about turns (or Pivot). As directed by the Judge to include Halts (Sit), Drops and Stands. (Exercise finished) 50points
2. HEELING DOG AROUND 2 CONES IN FIGURE OF EIGHT THREE TIMES – Handler to walk to the starting line, Judge will ask are you ready? The judge will instruct handler to enter the figure of eight at normal pace, as directed by Judge to include a Sit, Drop and Stand your dog. Lead out (exercise finished) 10points
3. SEND DOG TO MAT– Handler will walk to starting line, Judge will ask are you ready? Handler will send dog to the mat dog to a Sit, when directed by Judge the Handler will leave dog and walk around a designated circle returning to an in front position of dog. Judge will ask Handler to call dog in front and finish dog (can be either a round finish or place) (exercise finished) 10points
4. CHANGE OF POSITION (Stand to a Drop/Drop to Sit) –Judge will ask are you ready? Handler to heel from start line, Judge will ask you to stand your dog and leave your dog walking approximately three paces and about turn. Judge will ask handler to give the command to drop your dog – 5 sec. Judge will ask handler to give the command to sit your dog – 5 sec. Judge will ask Handler to return to the dog by walking around dog to the heel position. (Exercise finished) 10points
5. RECALL – Judge will ask are you ready? As directed by the Judge, Handler will heel to the starting line and halt. With dog in a Sit position Judge will ask handler to give dog stay command and leave dog. The handler will walk forward approximately 12 paces until the Judge asks handler to about turn and halt. The judge will instruct the handler to call their dog. Dog to come to a Sit in front, Handler will finish dog (can be finished with either a round finish or a place) (exercise finished) 10points
6. STAND FOR EXAM – (On or Off Lead) Judge will ask are you ready? Handler will heel forward; Judge will ask you Stand you dog and leave your dog and walk three paces. The judge will ask you to about turn and stop. Judge will examine dog, then ask you to return to dog 10points

7. Group - 1 MINUTE SIT STAY – Handlers will take up position of Sit with your dog, Judge will ask you to tell your dog to stay, you will leave your dog till Judge says about turn and halt. When the 1 minute is up Judge will ask you to return to your dog to the heel position. 5 Points (Judge will call exercise finished) 5points

8. Group - 2 MINUTE DOWN STAY - Handlers will take up position of Down with your dog, Judge will ask you to tell your dog to stay, you will leave your dog till Judge says about turn and halt. When the 2 minutes is up Judge will ask you to return to your dog to the heel position. (Judge will call exercise finished). 5points

TOTAL 110points

## **RALLY TRIAL – Trophies Rally Novice and Rally Advanced**

The Rally courses will be set on the day and follow ANKC guidelines, apart from permitting the use of food/toy for our Fun Trial. You will have a chance to walk the course, which will be set up on the day by your judge. You may ask questions at this time.

You will head to the start sign (judge will ask if you are ready) you may commence. Once past this point, competition is being judged.

There should be evidence of teamwork between dog and handler and a good heel position is needed. The team starts with 100 points and the judge deducts points for mistakes such as tight leads, crooked sits or performing an exercise incorrectly. The team may move at its own pace. You are to demonstrate willingness and enjoyment with unlimited encouragement between you and your dog. Multiple commands and signals are allowed but you may not physically guide your dog into position. During the course you may have a second try at a sign which will cost you 3 points. You are only allowed 2 chances.

As this is a fun trial use of a harness or head collar will be permitted. Please note these are not allowed in official trials.

**Rally Novice** – Dogs on Lead and you can use food or toy.

There will be 10 stations set by your judge. The course will be posted on a board outside the ring.

All Club classes are eligible to compete in Novice except if you have competed in a higher level of competition.

**Rally Advanced** – Dogs off Lead and you can use food or toy.

15 to 20 stations as set by your judge. The course will be posted on a board outside your ring.

No leads to be worn in the ring, steward will collect them.

Have fun and enjoy your day with your best friends.

## TRICK SECTION

As Trick classes only began at our Club earlier this year this will be the first time MUDTC has held a Trick Competition as part of our unofficial Fun Trial.

The competition is for Beginner level only.

For any members who have ever entered or taken part in a formal Trick Trial we plan to include a more advanced section to the competition next year.

### **BEGINNERS:**

Please select any 5 tricks from the list below and read the description of each Trick provided. Please include your list of chosen Tricks with your completed entry form. The club will provide any equipment needed.

1. Go Round a cone - Once
2. Circle Handler - Once
3. Spin - Once
4. Leg Weave – Stationary Fig. of 8
5. Nose to Hand Touch – 1 touch each hand / 2 secs
6. Step Up – 5 secs
7. Back Up – 1 body length
8. Send over Jump – from 1 m
9. Find Straddle – 2 secs

### **Details:**

The judge will allocate a score out of 10 for each trick, having regard to:

- the accuracy of the dog's performance and speed in responding to the handler's cues;
- the extent of mistakes and/or refusals;
- the extent to which the dog works in a natural and willing manner;
- the extent to which teamwork and a strong relationship and enjoyment are demonstrated between the dog and handler.

Part points may be allocated.

A second go at a trick will incur a 2-point penalty and you can only have 2 goes.

The Judge will –

- indicate to the handler the name of the next trick;
- ask if the handler is ready to undertake the next trick;
- advise the handler when the trick is deemed to be finished;

Deductions:

- Continuous barking may incur a penalty of up to four (4) points.
- Physical management, manipulation of the dog or harsh verbal cues or corrections shall incur a penalty up to disqualification.
- A dog disconnecting from the handler may incur a penalty of up to 4 points for each occurrence.

## **TRICK DESCRIPTIONS – MUDTC BEGINNER LEVEL – CHOOSE ANY 5:**

### **1. 1 Go Round - Once**

#### **Set up**

A cone will be placed .5 meters from the start line.

#### **Cue**

The handler will cue the dog to go round the cone. The handler may take a step forward to send the dog but this step must not encroach on the minimum distance of 0.5m from the cone.

#### **Action**

On cue the dog without stopping will leave the handler, go round the pole or cone in a clockwise or anti-clockwise direction and will then return close to the handler.

### **2. Circle the Handler - Once**

#### **Set up**

The dog will be in a stance of the handler's choice and close to the handler.

#### **Cue**

The handler will cue the dog to circle him.

#### **Action**

On cue the dog will make one complete circle forward around the handler, and finish in the same position as at the start of the trick.

### **3. Spin - Once**

#### **Set up**

The dog will sit in front of the handler.

#### **Cue**

The handler will cue the dog to spin.

#### **Action**

On cue the dog will complete one spin in front of the handler

The dog may spin in a clockwise or anti-clockwise direction and return to sit in front of the handler.

### **4. Leg Weave – Stationary figure of 8**

#### **Set up**

The dog may be on the left or right side of the handler.

#### **Cue**

The handler will have their legs apart and the handler's feet will remain stationary until the dog has returned to the start position. The handler will cue the dog to weave through his legs.

#### **Action**

On cue the dog will weave through the handler's legs, making one (1) figure eight around the handler's legs, then return to the start position.

### **5. Nose to Hand Touch – 2 touches / 2 seconds**

#### **Set up**

The handler will be in front of the dog.

#### **Cue**

The handler will cue the dog to touch each hand in turn.



**Action**

On cue the dog will touch each hand with his nose and maintain contact on each hand for two (2) seconds. The Judge will indicate when that time has elapsed. The dog must clearly move to target each presented hand; the handler may not move their hand to the dog. The actual nose to hand touches must be clearly visible to the judge.

**6. Step Up - 5 seconds****Set up**

The dog will be in a stance of the handler's choice. The handler will remain at least one (1) metre from the perch/step throughout the trick.

**Cue**

The handler will cue the dog to put his front feet only on the perch/step.

**Action**

On cue the dog will move to and place his front feet on the perch/step and hold that position for five (5) seconds. The Judge will indicate when that time has elapsed.

**7. Back Up – 1 body length****Set up**

The dog will be in a stand in front of and facing the handler. There will be a distance of at least 0.5 m between the dog and the handler and the handler must not crowd the dog.

**Cue**

The handler will cue the dog to back up.

**Action**

On cue the dog will back up at least one (1) body length. The handler will remain stationary but may take a step forward to initiate the movement; however, this step must not encroach on the minimum distance of 0.5 m from the dog which must be maintained throughout the trick.

**8. Send over Jump – from 1 metre****Set up**

The height which the dog jumps should be suitable for the dog's abilities. The handler and dog will stand at least one (1) metre (on either side) from the jump with the dog in a stand.

The handler may -

- (a) remain at the start point and send the dog over the jump; or
- (b) run past the jump with the dog, to encourage him to jump; or
- (c) leave the dog and move to stand at the side of the jump and send the dog over; or
- (d) move to the opposite side of the jump and stand at least one (1) metre away from the jump.

**Cue**

The handler will cue the dog to take the jump. The handler is not required to inform the Judge which option he will be using. The handler may take a step forward to send the dog but this step must not encroach on the minimum distance of one (1) metre from the jump.

**Action**

On cue the dog will jump over the jump, land on the other side and return close to the handler in a sit.

## **9. Find Straddle Position - 2 seconds**

### **Set up**

The dog will sit in front of the handler.

### **Cue**

The handler will cue the dog to wait while he takes up position and moves his legs apart to form an inverted 'V'. The handler will further cue the dog to move into straddle position.

### **Action**

On cue, the dog will take up position with his shoulder/chest between the handler's legs, and facing the same direction as the handler. The dog will maintain this position for two (2) seconds. The Judge will indicate when that time has elapsed.

## **EXPLANATION OF SCORING (EXERCISES) FOR MUDTC CLUB OBEDIENCE**

### **FUN TRIAL 2023**

**BEGINNERS – QuickStart and Class 1 (On Lead – height of dog not required on entry form) YOU CAN USE FOOD AND TALK TO YOUR DOG**

#### **HEELING ON LEAD 10 Points**

- Deduction of 5 points for poor heeling
- Deduction of 2 points for missing sit
- Deduction of 2 points for missing down
- Deduction of 1 point for double commands

#### **SENDING DOG TO THE MAT 10 Points**

- Deduction of 3 points for not sitting on mat
- Deduction of 1 point dog needs assistance to sit on mat
- Deduction of 3 points for moving off mat
- Deduction of 3 points for not sitting in front

#### **CHANGE OF POSITION 10 Points**

- Deduction of 3 points for not sitting
- Deduction of 3 points for not going to a down/drop position
- Deduction of 3 points for not holding the 5 second stay in sit or 3 second stay in drop
- Deduction of 1 point dog moves as handler steps in front

#### **HAND TOUCHES 10 Points**

- Deduction of 4 points (2 each hand) for not touching
- Deduction of 3 points for not spinning
- Deduction of 3 points for not allowing judge to touch collar

#### **RESTRAINED RECALL 10 Points**

- Deduction of 3 points for dog if dog doesn't go straight to toy and handler
- Deduction of 4 points for handler not actively playing with dog
- Deduction of 3 points if dog does not like being held
- Zero if dog runs away

**(Notes all participants receive points for having a go)**

**NOVICE (Class 1 & 2) Height of dog not required on entry form  
YOU CAN USE FOOD AND TALK TO YOUR DOG**

**HEELING ON LEAD – 10 Points**

Deduction of 2 points for each missed sit or down or 1 point for missed stand (only 1 command allowed)

Deduction 5 points for poor heeling

**HEELING DOG AROUND 2 CONES IN FIGURE OF EIGHT THREE TIMES - 10 Points**

Deduction of 2 points for each missed sit, down or 1 point for missed stand (only 1 command allowed).

Deduction 5 points for poor heeling

**SEND DOG TO MAT 10 Points**

Deduction of 3 points for a missed sit.

Deduction of 3 points if dog does not go to mat or moves off mat.

Deduction of 3 points if dog fails to sit in front of handler.

Deduction of 1 point if dog needs assistance to sit on mat

**IN FRONT DROP FROM A SIT 10 Points**

Deduction of 4 points if dog does not Sit/Stay

Deduction of 3 points if dog does not drop

Deduction of 3 points if dog does not do second sit

**RECALL – 10 Points**

Deduction of 4 points if dog does not wait till called

Deduction of 3 points if dog does not sit in front

Deduction of 3 points if dog does not go to finish position

Zero if dog runs away

**STAND FOR EXAM 10 Points**

Deduction of 5 points if Judge unable to examine/touch dog.

Deduction of 5 points if dog does not stand

**OPEN – PLEASE INCLUDE THE HEIGHT OF YOUR DOG ON YOUR ENTRY FORM  
CAN USE FOOD AND TALK TO YOUR DOG**

**HEELING ON or OFF LEAD 50 Points**

Deduction of 5 points for poor heeling in any pace

Deduction of 2 points for each missed sit, down, or 1 point for missed stand

Deduction of 3 points for a 2<sup>nd</sup> command

**HEELING DOG AROUND 2 CONES IN FIGURE OF EIGHT THREE TIMES 10 Points**

Deduction of 5 points for poor heeling

Deduction 2 points for missing sit or drop, or 1 point for missed stand

**SEND DOG TO MAT 10 Points**

Deduction of 3 points for a missed sit.

Deduction of 3 points if dog does not go to mat or moves off mat.

Deduction of 3 points if dog fails to sit in front of handler.

Deduction of 1 point if dog needs assistance to sit on mat

**CHANGE OF POSITION (Stand to a Drop) 10 Points**

Deduction of 4 points if dog moves off stand

Deduction of 3 points if dog does not drop

Deduction of 3 points if dog moves on handler return

**RECALL - 10 Points**

Deduction of 4 points if dog does not wait

Deduction of 3 points if dog does not sit in front

Deduction of 3 points if dog does not finish

Zero if dog runs away

**STAND FOR EXAM 10 Points**

Deduction of 5 points if dog moves from stand.

Deduction of 5 points if Judge unable to examine dog.

**1 MINUTE SIT STAY -5 Points**

Zero points if dog moves off sit position.

**2 MINUTE DROP STAY - 5 Points**

Zero points if dog moves off down position.